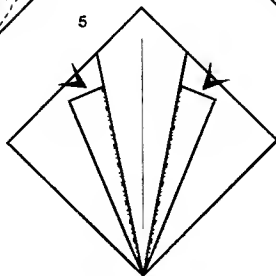
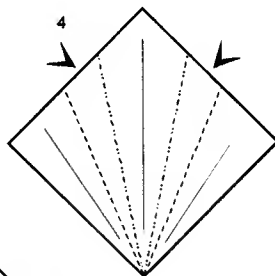
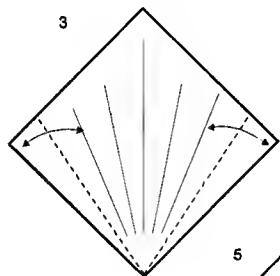
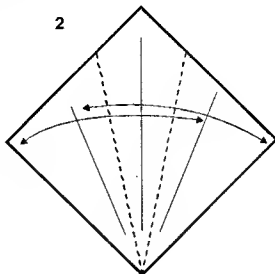
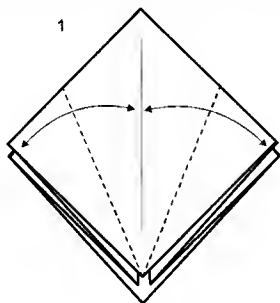
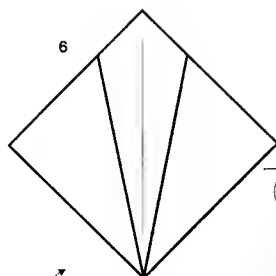


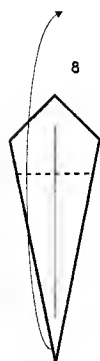
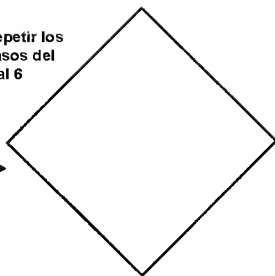
Cisne de Pasquale D'Auria (Italia 1998)

Usar una hoja de color blanco por ambas caras
y comenzar a plegar a partir de la base preliminar.





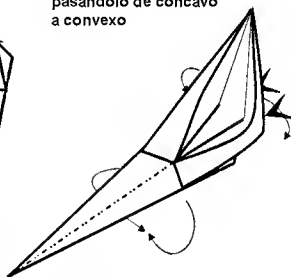
7 Repetir los
pasos del
1 al 6



9 Este pliegue dota de
tridimensionalidad
al modelo



10 Invertimos el cuerpo
pasandolo de concavo
a convexo



11 b) Vista desde lo alto, fijarse en la tridimensionalidad



13 Este pliegue da tridimensionalidad al ala



14 Invertimos el ala pasandola de concava a convexa



15 Repetir los pasos 12 a 14 en la otra ala



16 b) Vista desde arriba



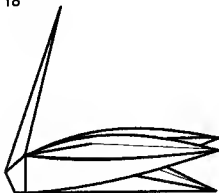
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17

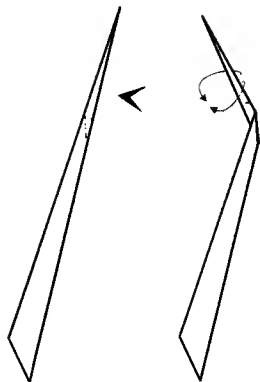


18



19 Cabeza

20



21 Desplegar la parte interna

22

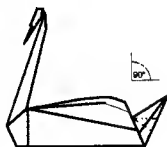
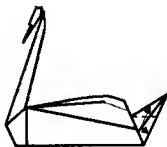
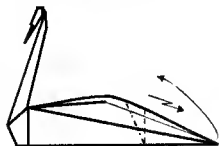
23



24 Cola (para simplificar vemos el modelo sin las alas)

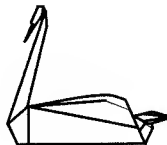
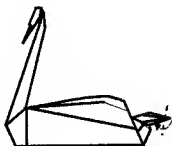
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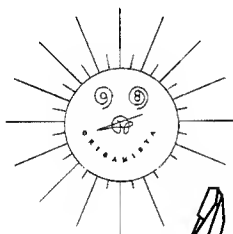
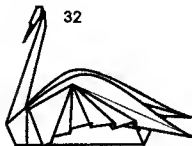
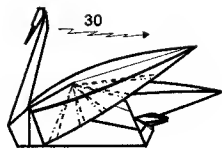
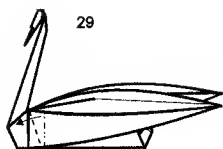
26



27

28





Tener un largo cuello te vuelve elegante, pero cuando esta torcido...

